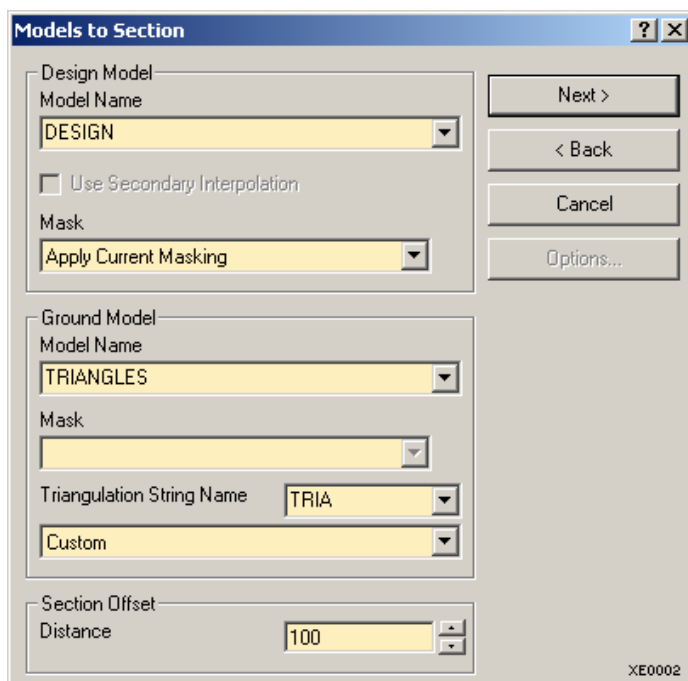


## Chapter 14 The Cross Sectional Editor

One of the other new functions in MXRoad is the interactive cross section editor. This allows you to view your cross sections in a special viewer, and to dynamically modify your section as you see fit. Not only do they change your cross sections, but also any changes made to these sections will cause your interface strings to be updated in the plan view. You can save these modified cross sections in a separate section model, so they don't overwrite your original ones.

**Step 1:** Select **Modify, Cross Sectional Editor** from the menu bar. The following panel will appear:

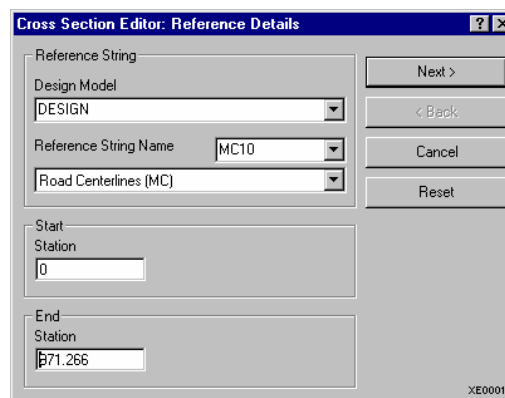
Select the Design Model and Reference String name, and the station limits for which you'd like to view/edit the sections.



The **Models to Section** dialog box is used to select the design model and ground model for sectioning. It includes the following fields and controls:

- Design Model:**
  - Model Name: DESIGN (dropdown)
  - ☐ Use Secondary Interpolation
  - Mask: Apply Current Masking (dropdown)
- Ground Model:**
  - Model Name: TRIANGLES (dropdown)
  - Mask: (empty dropdown)
  - Triangulation String Name: TRIA (dropdown)
  - Custom: (dropdown)
- Section Offset:**
  - Distance: 100 (spin box)

Buttons on the right: Next >, < Back, Cancel, Options... The dialog is identified by XE0002 in the bottom right corner.



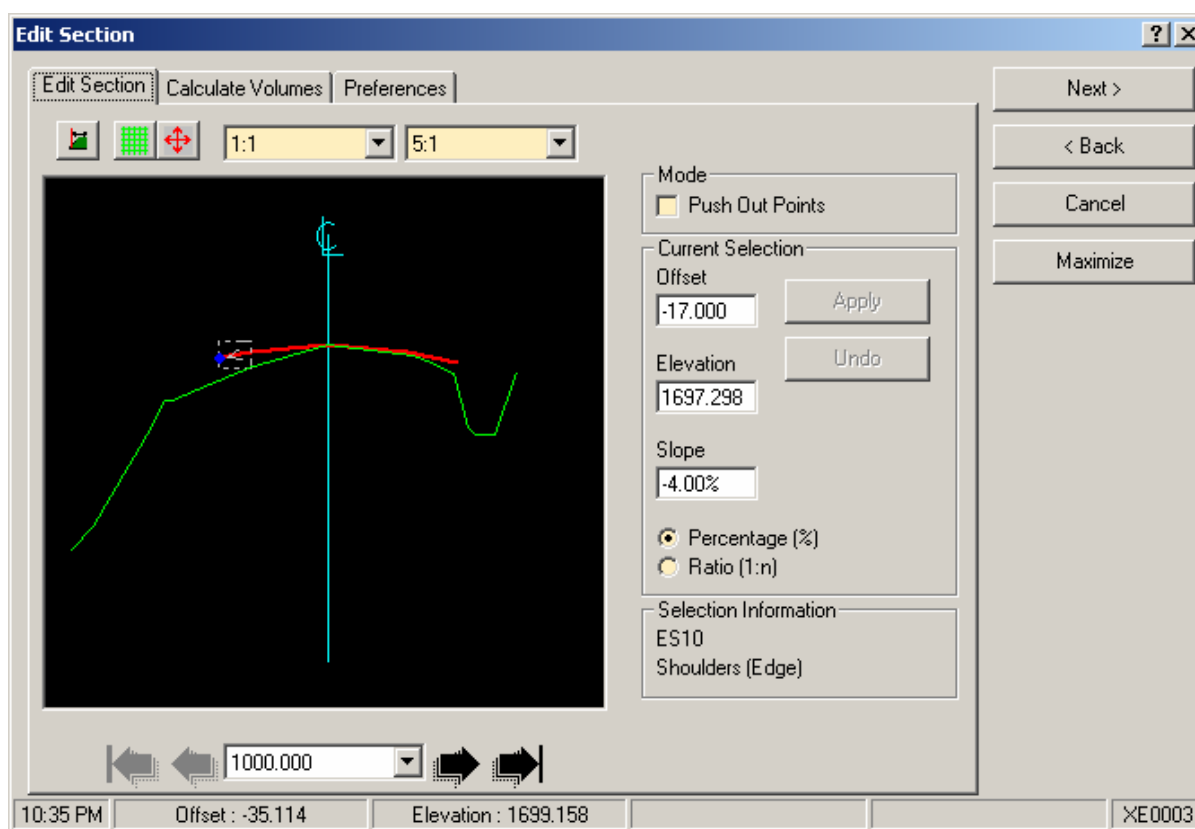
The **Cross Section Editor: Reference Details** dialog box is used to specify the reference string and station limits. It includes the following fields and controls:

- Reference String:**
  - Design Model: DESIGN (dropdown)
  - Reference String Name: MC10 (dropdown)
  - Road Centerlines (MC) (dropdown)
- Start Station:** 0 (text box)
- End Station:** B71.266 (text box)

Buttons on the right: Next >, < Back, Cancel, Reset. The dialog is identified by XE0001 in the bottom right corner.

**Step 2:** You are now asked to specify the proposed design model to be sectioned, and the ground model to be sectioned also. Triangle models can be used here. The Section Offset distance should also be chosen.

**Step 3:** The Cross-Sectional Editor panel will appear:



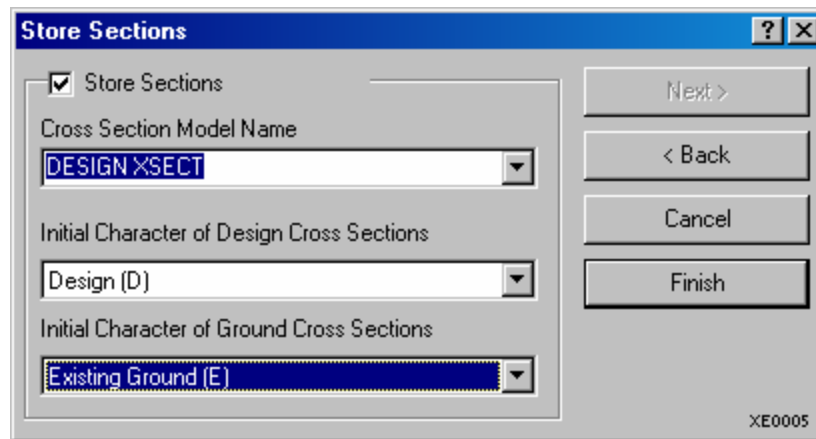
The tool bar in the upper left corner of this editor allow you to zoom in or out on the section in the display, display a grid, and the right-most icons change the vertical scale to suit you. The icon in the upper left corner of the display allows you to set a right-of-way limit to be displayed as a guideline. You move through the stations by manipulating the station box directly below the display area. The offset and elevation are shown in the area to the right of the display area.

**Step 4:** Once you've found a section that needs to be altered, you can click on an element of that section to specify the "active" element to be manipulated. The active element is distinguished by having a blue dot displayed on the end point, and a box surrounds it:

To change this section's interface slope, simply click on the blue dot, and drag the end point to a new location while holding down the mouse button, then release the button when it's in place.



**Step 5:** Once you've finished editing your sections, click on the **Next** button, the following panel will appear:



The image shows a software dialog box titled "Store Sections". It has a blue title bar with a question mark icon and a close button. The dialog contains a checkbox labeled "Store Sections" which is checked. Below this are three dropdown menus: "Cross Section Model Name" with "DESIGN XSECT" selected, "Initial Character of Design Cross Sections" with "Design (D)" selected, and "Initial Character of Ground Cross Sections" with "Existing Ground (E)" selected. On the right side of the dialog are four buttons: "Next >", "< Back", "Cancel", and "Finish". The text "XE0005" is visible in the bottom right corner of the dialog area.

At this panel, you can store your modified sections either in a new model, or in the same model, and assign a new initial character to the section set. You also can overwrite your previously created sections by specifying existing section set identifiers.

**If you have created any special sections or created sections using the Cross Section Wizard, make sure to return to that wizard, open your saved settings, and cut the sections again so they will reflect the changes made in this editor.**

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